

# Unit 050            Macromedia (Adobe) Dreamweaver

## Syllabus Overview

### Rationale

The aim of this unit is to provide candidates with the skills to use Adobe's Macromedia Dreamweaver 8 in a competent manner.

### Learning outcomes

There are **six** outcomes to this unit. The candidate will be able to:

- Set project requirements
- Plan site design and page layout
- Understand the Macromedia Dreamweaver interface
- Add content
- Organise and modify content
- Evaluate and maintain a site

### Guided learning hours

It is recommended that 90 hours should be allocated for this unit. This may be on a full time or part time basis.

### Connections with other qualifications

This unit contributes towards the knowledge and understanding required for the following qualifications:

### IT Users N/SVQ (iTQ) Level 3

Outcome	Unit
1, 2, 3, 4, 5	111 – Website design

## **Unit 050**

## **Macromedia Dreamweaver 8**

### Outcome 1

### Set project requirements

#### **Practical skills**

The candidate will be able to:

- 1 identify the purpose, audience and audience needs for a website
- 2 identify web page content that is relevant to the website purpose and appropriate for the target audience
- 3 demonstrate knowledge of standard copyright rules (related terms, obtaining permission and citing copyrighted material)
- 4 demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments
- 5 make website development decisions based on your analysis and interpretation of design specifications
- 6 understand project management tasks and responsibilities.

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### Outcome 2

### Plan site design and page layout

#### **Practical skills**

The candidate will be able to:

- 1 demonstrate knowledge of best practices for designing a website (maintain consistency, use styles, use standard fonts and use web safe colours)
- 2 produce website designs that work equally well on Windows and Macintosh operating systems
- 3 demonstrate knowledge of page layout design concepts and principles
- 4 identify basic principles of website usability, readability and accessibility
- 5 demonstrate knowledge of flowcharts and storyboards to create web pages and use a site map (site index) that maintain the planned website hierarchy.

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### Outcome 3

Understand the Macromedia Dreamweaver interface

#### **Practical skills**

The candidate will be able to:

- 1 identify elements of the Dreamweaver interface
- 2 use the insert bar
- 3 use the Property inspector
- 4 use the Assets panel
- 5 use the Files panel.

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### Outcome 4

### Add content

#### **Practical skills**

The candidate will be able to:

- 1 define a Dreamweaver site
- 2 create, title, name and save a web page
- 3 follow a flowchart and storyboards to create web pages and a site map (site index) that maintain the planned website hierarchy
- 4 add text to a web page
- 5 insert images and apply alternative text on a web page
- 6 link web content, using hyperlinks, e-mail links and named anchors
- 7 insert rich media, such as video, sound and animation in Flash format
- 8 insert navigation bars, rollover images and buttons created in Macromedia Fireworks on a web page
- 9 build image maps
- 10 import tabular data to a web page
- 11 import a Word or Excel document to a web page

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### Outcome 5

### Organise and modify content

#### **Practical skills**

The candidate will be able to:

- 1 set and modify document properties
- 2 organise content by using tables
- 3 organise web page layout with layers
- 4 modify text and text properties
- 5 modify Flash movies on a web page
- 6 create web page templates
- 7 use basic HTML tags to set up an HTML document, format text, add links, create tables and build ordered and unordered lists
- 8 add head content to make a web page visible to search engines
- 9 use CSS to implement a reusable design.

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### Outcome 5

### Evaluate and maintain a site

#### **Practical skills**

The candidate will be able to:

- 1 conduct basic technical tasks
- 2 identify techniques for basic usability tests
- 3 identify methods for collecting site feedback
- 4 manage assets, links and files for a site
- 5 publish and update site files to a remote server.

# Unit record sheet

## 050 Level 3 Macromedia Dreamweaver 8

Use this form to track your progress through this unit.

Tick the boxes when you have covered each outcome. When they are all ticked, you are ready to be assessed.

Outcome	✓	Date
1 <b>Set project requirements</b>	<input type="checkbox"/>	
2 <b>Plan site design and page layout</b>	<input type="checkbox"/>	
3 <b>Understand the Macromedia Dreamweaver interface</b>	<input type="checkbox"/>	
4 <b>Add content</b>	<input type="checkbox"/>	
5 <b>Organise and modify content</b>	<input type="checkbox"/>	
6 <b>Evaluate and maintain a site</b>	<input type="checkbox"/>	

Candidate Signature .....

Date .....

City & Guilds  
Registration Number .....

Quality nominee  
(if sampled) .....

Date .....

Assessor Signature .....

Date .....

External Verifier  
Signature (if sampled) .....

Date .....

Centre Name .....

Centre Number .....



